

COMBINATION TIC-TAC-TOE AND QUESTION AND ANSWER GAME

BACKGROUND OF THE INVENTION

1. Field of Invention

The instant invention relates generally to games and more specifically it relates to a game apparatus for playing tic-tac-toe games.

2. Description of the Prior Art

Numerous games have been provided in prior art that are adapted to be played in different ways. For example, U.S. Pat. Nos. 1,714,792; 1,760,642; 3,023,004; 3,048,403 and 3,873,095 all are illustrative of such prior art. While these units may be suitable for the particular purpose to which they address, they would not be as suitable for the purposes of the present invention as heretofore described.

SUMMARY OF THE INVENTION

A principle object of the present invention is to provide a game apparatus for playing tic-tac-toe games that combines strategy and knowledge.

Another object is to provide a game apparatus for playing tic-tac-toe games wherein the strategy is that of a tic-tac-toe game, but on a multiple basis and the knowledge deals with elementary and secondary school subject areas by grade level.

A further object is to provide a game apparatus for playing tic-tac-toe games that is economical in cost to manufacture.

Further objects of the invention will appear as the description proceeds.

To the accomplishment of the above and related objects, this invention may be embodied in the form illustrated in the accompanying drawings, attention being called to the fact, however, that the drawings are illustrative only, and that changes may be made in the specific construction illustrated and described within the scope of the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a perspective view of the invention for game variations one and two.

FIG. 2 is a top plan view of the printed paper to be used in place of the game board or computer monitor.

FIG. 3 is a top plan view of each of the various scoring pieces.

FIG. 4 is a chart showing equipment needed for the three different game variations.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Turning now descriptively to the drawings, in which similar reference characters denote similar elements throughout the several views, FIG. 1 illustrates a game apparatus 10 that contains two game variations indicated as game 1 and game 2. Game 1 contains a playing board 12, a plurality of playing cards 32, a holder 34 and two different sets of playing pieces 16. Game 2 contains a playing board 12, a plurality of playing cards 20 and 24, a holder 28, two different sets of playing pieces 16, and dice 26a, 26b.

The playing board 12 and the playing pieces 16 are the same for both games 1 and 2. The playing board 12 has a plurality of apertures 18 forming nine tic-tac-toe arrangements 22 organized in a square pattern. Each tic-tac-toe arrangement 22 is labeled as a different sub-

ject area, such as Math, History, Science, Spelling, Identify, Word Skills, English, Geography, Vocabulary or the like. A label 14 can be permanently attached to the playing board 12 or be removable therefrom. The two different sets of playing pieces can have "x" and "o" on them as indicated by 16a or be in two different colors as indicated by 16b in FIG. 3.

In game 1 each playing card 32 contains nine questions, one from each subject area, on one side and answers to the question on the other side. The holder 34 is a box for setting up the playing cards 32. Each set of playing pieces 16 is used by each player for scoring when questions are answered correctly. Each playing piece 16 is placed into an aperture 18 on the playing board 12 until three tic-tac-toe arrangements 22 are won in a vertical, horizontal or diagonal row to completely win the game.

In game 2 each playing card 20 contains a plurality of consecutively numbered questions from one subject area, on one side and answers to the questions on the other side. Dice 26a and 26b are for randomly choosing one of the numbered questions to be answered by one of the players. Separate answer cards 24 can be provided instead of placing the answers on back of the playing cards 20. The holder 28 is a rack for setting up the playing cards 20 and answer cards 24. The playing pieces 16 are used in the same manner as described in game 1 above.

In FIG. 4 a chart 36 is shown showing the equipment needed for games 1 and 2. Another variation, game 3, is listed in the chart as a computer game. The equipment needed is a computer with a monitor capable of showing the nine tic-tac-toe grids. Also required are computer disks programmed to run the game.

In FIG. 2 a printed paper 30 is shown with a diagram of the nine tic-tac-toe grids. It can be used to play the game mentioned above. The printed paper 30 can be used to replace the playing board 12 or the computer monitor for scoring purposes. The monitor still has to be used to ask and answer questions.

The grade levels indicated on the playing cards 20 or 32 are appropriate for that grade level. This in no way means that the subject area is not used on other grade levels, because there is an overlapping of topics from one grade level to another.

The game is a contest between two teams. The teams could consist of one player each, two players each, etc. When questions are answered, the teams can answer as a group, or each individual member of the team can answer individually. This should be decided at the beginning of the game by the players.

At the beginning of the school year, it is suggested that players play the game on the previous year's grade level. As the year progresses the students gain in grade level ability, players would be more likely to do well in answering questions at their level.

Some students are capable of answering questions at more advanced levels at any time during the school year. Competition at different grade levels should be agreed upon at the beginning of the game. It is possible to have a game with individuals competing at different grade levels.

The object of the game is for one team to win three tic-tac-toe subject areas 22 in a row (vertically, horizontally, or diagonally). For example, as illustrated in FIG. 1: If a team should win Math, History, and Science, it would win the game, because it has won three tic-tac-